

OFFICIAL TYPA BASKETBALL RULES

1. Player numbers

Each team plays with **5 players** on the court at any given time. All players' shirts must be numbered.

2. Playing time

K-1:

6 periods, 5-minutes per period

5-minute halftime

(Suggested game time)

Minor and Major Games:

8 quarters, 7-minutes per period (running clock)

5-minute halftime

1 60-sec time out per game. Clock stops during time outs.



EVERY PLAYER on each roster in attendance at the game should play an equal number of periods. No player can play two more periods than another player on the team.

However, if a player comes late and he/she misses a period or so, the coach is not obligated to give make-up period(s). This may mean that the player who came late plays 2 fewer quarters than someone else.

3. Balls

We will use the #5-sized basketball for all leagues; Minors, Majors and K-1.

4. Game rules

All Minor and Major games will be played under the FIBA International rules. The following are some rule clarifications and exceptions specifically used by TYPA.

a) TIP OFF

The game begins with a jump ball at center court. Only the two players jumping to tip the ball are allowed in the **center circle**. All other players can position themselves anywhere they like on **either** side of the centerline. After the

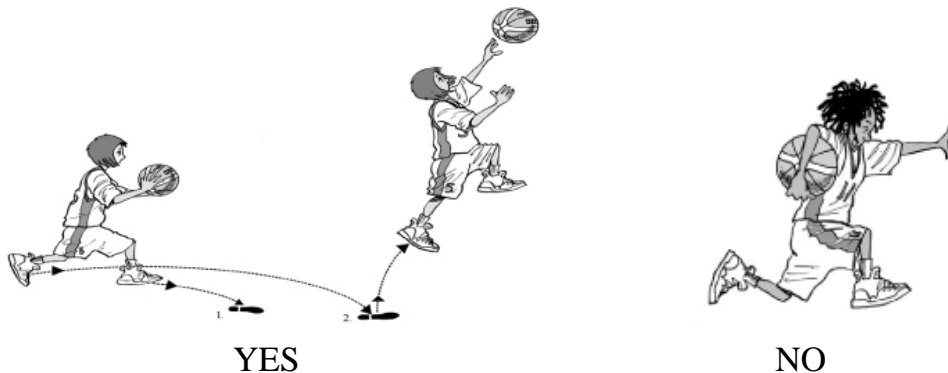


initial jump ball, the possession arrows will take over.

The players **tipping the jump ball** must wait until the referee's throw reaches the top of its flight and then tip it to another player. They may tip it more than once, but **may not grab the ball**.

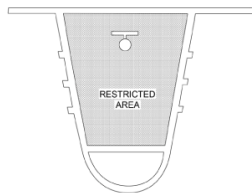
b) TRAVELING

Taking more than 1 & 1/2 steps while in possession of the ball and not dribbling is considered traveling and results in the ball being turned over to the opposing team. Traveling also occurs when a player stops his/her dribble and then moves or changes his/her pivot foot.



c) THREE SECOND RULE

Applies only to Major Boys and Girls. This rule has been slightly altered to become a **FIVE SECOND RULE**. No player from the offensive team may have any part of his/her feet continuously on or inside the rectangular area directly between the free throw line and the end line for more than five seconds. This area is often referred to as "**the key**."



d) STEALS

There will be **no stealing in Minor Boys and Girls**. A defender may not steal the ball from a dribbling player or from a stationary offensive player. An interception of a pass is ok. Any steal or attempt at a steal will be called a foul. **There is also no stealing in K-1.**

e) FOULS

Illegal contact between two players is called a foul. There are several kinds of fouls. Fouls can be offensive or defensive. Fouls on the

defense are more common. Any time a defensive player illegally contacts



an offensive player a "foul" will be called.

Offensive fouls are called "charging". This foul occurs when an offensive player, (usually the player with the ball), runs into a defensive player who has established proper defensive position. The defensive player must not be moving and may not stick out his/her hands, legs or hips. Please refer to the FIBA rules for further definition and clarification.

In an attempt to speed up the games and cut down on fouls, we will be using the 1-point a foul system; one point will be awarded to the team who's player was fouled and the ball given out of bounds to that team. No points for offensive fouls.

If a player was fouled while taking a shot, he/she will be given 1 point and possession of the ball. If a player is fouled while taking a 3 point shot, he/she will be given two points and the ball. If the basket goes in, the team receives 3 points (2 plus 1) or 4 points (3 plus 1) and the fouling team takes the ball out of bounds.

Since we are using the **1-point a foul rule**, we will therefore not shoot free throws.

UNSPORTSMANLIKE FOULS which endanger another player will be penalized by 2 points + the ball out of bounds. The player committing the unsportsmanlike foul may also be ejected from the game.

A team **can refuse** the "free points" if it desires.

f) 10 - SECOND BACKCOURT VIOLATION

The half court line is the line that divides the court in half. When moving from the defensive end of the court to the offensive end, your team has ten seconds to get the ball across the half court line.

FULL COURT PRESSING will not be allowed. There is also no Half Court violation.

Major Boys must retreat to their defensive half court. Once the offensive players have crossed the half court line they may begin defending them.

Major Girls, Minor Boys and Minor Girls must retreat to inside their defensive 3-point line.

g) FIVE - SECOND INBOUND VIOLATION

Players have five seconds to pass the ball inbound to a teammate after taking possession of it from the referee.



h) THREE – POINT SHOT

Three points will be awarded to any player whose last step before shooting was ON or BEHIND the three-point line.

i) CONSECUTIVE BASKET RULE

A player cannot score 3 baskets in a row. The end of quarter will restart the consecutive basket rule (i.e. A player can score the last 2 baskets of the quarter and the first 2 baskets of the next quarter).

j) SUBSTITUTIONS

Substitutions are allowed only after the end of a quarter or when a player is injured.



k) UNIFORMS

Players **MUST** wear their uniforms to play in games. Uniforms must also be tucked in. Players waiting to play **MUST** sit on the bench provided.

Hats, jewelry, watches and other such items will not be allowed.

Shoelaces must be securely tied. The referee will stop the game and require players to immediately tie their shoes.

l) TIME OUTS

Each team will be allowed **1 60-sec timeout per game**. The clock will stop for time outs.

m) MERCY RULE

WHENEVER one team gets ahead by **20 points** or more, the scoreboard will stop showing the score.

n) COACHES BOX

Coaches and players not currently in the game will not be allowed on the court and will not be allowed to cross the half court mark while on the sidelines. **Coaches and players cannot stand in front of the scoring table.**

o) DISQUALIFICATION

Any player or coach may be disqualified or kicked out of a game for several reasons. These include fighting, arguing with the referee, or receiving two technical fouls.

THE REFEREE has the last say **during** all games. Protests against a referee's call will not be accepted.



The TYPA Sports Director has the right to add, change or delete any rule during the season.

*(*These rules and photos have been taken from the FIBA mini basketball rules 2005)*